# Introduction

Igneel.Graphics is an API for rendering 3D graphics on .NET. It provides and abstraction inteface to access graphic cards from you C# code. This API was developed combining the expresivity of C# with the power of C++ and as you can see its very close to Direct3D architecture so Direct3D developers will feel familiar with this new tooll. Also the API combines conceps from OpenGL and another unique features like C# interface and dynamic mapping to shader’s uniforms variables.

So in this article I will show a simple example to render the earth in a Windows Form application using Igneel.Graphics.

# Using the Code

First of all we créate a Windows Form application then in the Form’s constructor we create the graphic device and compile the shader code then generate a sphere for the earth model and load the textures.

public Form1()

{

SetStyle(ControlStyles.Opaque, true);

InitializeComponent();

CreateDevice();

CreateSphere();

LoadTextures();

Application.Idle += (sender, args) =>

{

NativeMessage message;

while (!Native.PeekMessage(out message, IntPtr.Zero, 0, 0, 0))

{

RenderFrame();

}

};

}